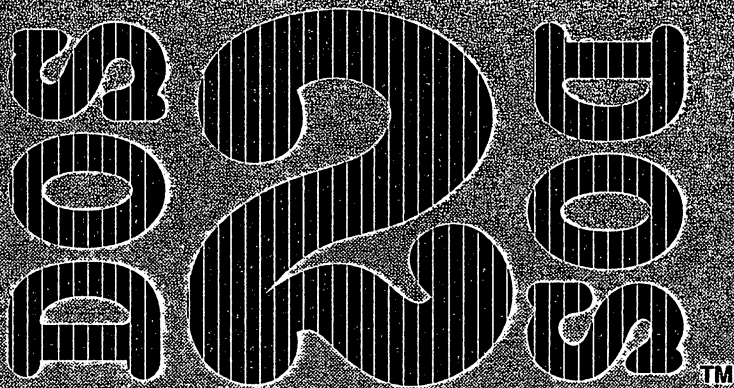
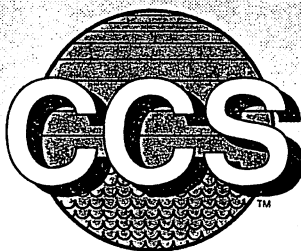




Transfers MS-DOS and ATARI ST Text
and Data Files to and from Amiga DOS



Central Coast Software TM

424 Vista Avenue, Golden, Colorado 80401
Phone 303 / 526-1030 • FAX 303 / 526-0520

DOS-2-DOS

Transfers files to and from MS-DOS or Atari disks!

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Central Coast Software
424 Vista Avenue
Golden, Colorado 80401
(303) 526-1030

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OVERVIEW

Thank you for purchasing Dos-2-Dos. All of us at Central Coast Software appreciate your support, and we promise to do our best to provide high quality programs for your Amiga.

Normally, an Amiga can only read diskettes which were created on an Amiga, using the standard AmigaDOS format. In fact, the Amiga diskette format is unique -- no other computer uses it! There may be some good technical reasons for this, but if you want to transfer some important information between an Amiga and some other computer, you will find the Amiga's unique disk format very frustrating. No other computer can read your diskettes, and your Amiga cannot read diskettes from any other computer!

We developed Dos-2-Dos to solve this problem. Dos-2-Dos is a program for your Amiga which gives your Amiga the power to read and write diskettes from other computers. Dos-2-Dos uses the Amiga's own disk drives to read and write 5.25-inch or 3.5-inch MS-DOS diskettes or Atari ST 3.5-inch single- or double-sided diskettes. Dos-2-Dos transfers individual files, one file at a time, to or from the non-Amiga diskette. Dos-2-Dos does not copy the entire diskette or change its format. Dos-2-Dos is not a "disk driver"; it does not let you access the "foreign" diskette from other Amiga programs.

In addition to standard MS-DOS floppy disks, Dos-2-Dos now allows access to any MS-DOS device which can be accessed via AmigaDOS. This includes the MS-DOS partition on an Amiga hard disk, an MS-DOS volume on a SCSI network, or other MS-DOS volumes which can be accessed via AmigaDOS.

Here is a typical use for Dos-2-Dos. Let's say you are using WordPerfect on an IBM PC at work. You already have the WordPerfect program for your Amiga at home. One night you decide to bring some work home to complete before the next day. You bring a WordPerfect document home on an MS-DOS (PC-DOS) 3.5-inch diskette, right from your IBM PC. You put the diskette into your Amiga, and using Dos-2-Dos, you copy the WordPerfect document to your Amiga WordPerfect diskette. Next you complete the document, at your leisure, using your Amiga version of WordPerfect. Save the finished document back onto your Amiga WordPerfect diskette, as usual. Finally, copy the modified document back to the MS-DOS diskette to take to work the next day.

Dos-2-Dos IS NOT A COMMUNICATION PROGRAM; IT DOES NOT USE MODEMS.

Dos-2-Dos does NOT let you run IBM PC or Atari ST programs on the Amiga. If you want to run your IBM PC or Atari ST programs on the Amiga you need an emulator program, such as Transformer, from Commodore. MS-DOS and PC-DOS program files (.EXE or .COM file types) do not run on the 68000 microprocessor of the Amiga. Likewise, Amiga programs do not run on the 8086 family of microprocessors of the IBM-PC or its clones. The Atari ST uses a 68000 microprocessor; in theory Atari ST programs could run on the Amiga. However, the operating systems of the two machines are very different. Major revisions must be made to a program written for one machine before it can run on the other machine. Dos-2-Dos does NOT make any such changes.

Dos-2-Dos transfers both binary (pure data) and ASCII (text) files. Normally, Dos-2-Dos does not translate or in any way change the content of the files which it transfers. However, Dos-2-Dos does include an option to convert ASCII file line ending characters. The Amiga expects each line to end with only a line feed character. Most other computers use both a carriage return and a line feed.

Dos-2-Dos does not use the Intuition interface or the mouse. It looks and feels more like an MS-DOS program than an Amiga program. This is intentional.

When you start Dos-2-Dos, it is loaded into memory from disk and remains resident until you complete your file transfer session. This lets you change AmigaDOS disks without having to maintain a copy of Dos-2-Dos on each disk. This is especially helpful if you have only a single 3.5-inch disk drive on your Amiga.

Dos-2-Dos allows selection of a current directory or subdirectory on the MS-DOS disk, and provides commands to list all files in the current directory, show the available space on the disk, and list ASCII file contents to the screen.

Dos-2-Dos accepts complete filenames, including directory paths, for both AmigaDOS and MS-DOS. Appropriate wild cards are permitted in filenames, according to the filename conventions of each operating system. If the file to be transferred already exists under the name you have specified on the destination disk, Dos-2-Dos asks you to confirm that you wish to replace the old file.

HARDWARE REQUIREMENTS

Dos-2-Dos requires a standard Amiga (500, 1000, or 2000) with at least 256KB of memory. If you wish to read/write 5.25-inch MS-DOS diskettes, you must also have an external 5.25-inch Amiga 1020 disk drive (or equivalent). Note: On the Amiga 2000, Dos-2-Dos cannot use the 5.25-inch MS-DOS drive to read MS-DOS disks; Dos-2-Dos can only use a 5.25-inch drive if it is attached to the Amiga external disk drive connector.

You can use Dos-2-Dos with non-standard disk drives, provided the drive conforms exactly to the Amiga disk drive interface standard. In particular, the drive MUST provide an INDEX pulse. Eighty-track 5.25-inch drives can be used with Dos-2-Dos; Dos-2-Dos uses parameters from the diskette boot block to identify diskette format.

GETTING STARTED

Before you do anything else, make a copy of the Dos-2-Dos disk, or drag the Dos-2-Dos icon to your Workbench working disk. Then put the Dos-2-Dos disk in a safe place. **DO NOT USE THE Dos-2-Dos DISK FOR FILE TRANSFERS!**

The Dos-2-Dos disk includes a file called READ.ME. This file contains release notes for your copy of Dos-2-Dos. Double-click on the READ.ME icon to find any last-minute changes to your version of Dos-2-Dos. Better yet, print a copy of it and save the printout with this manual.

From Workbench, double-click on the Dos-2-Dos icon.

From CLI, type: Dos-2-Dos

Dos-2-Dos opens its own window, displays its sign-on greeting and then asks you to specify which Amiga hardware device you wish to use for MS-DOS/Atari file access, as described in the next section.

When you have specified the disk drive to be used for MS-DOS file access, Dos-2-Dos displays its command prompt, which is:

D2D>

At this time you can remove the Workbench working disk, if you wish, and replace it with the formatted 3.5-inch AmigaDOS disk of your choice.

Dos-2-Dos displays the D2D> prompt when it is waiting for your next command. You can enter any of the Dos-2-Dos commands listed in this manual. When you are finished using Dos-2-Dos, type EXIT (or just X) to stop the program.

SPECIFYING THE MS-DOS/ATARI DEVICE

Before you can use Dos-2-Dos to transfer files, you must tell Dos-2-Dos which Amiga hardware device to use for MS-DOS or Atari ST file access. After it displays its sign-on greeting, Dos-2-Dos displays the following:

Enter the device to be used for MS-DOS/Atari files:

If you wish to exit Dos-2-Dos at this point, simply press RETURN.

You must decide which floppy disk drive you want Dos-2-Dos to use to access MS-DOS or Atari ST files. Note that as long as Dos-2-Dos has control of this drive, you will be unable to use the drive for other AmigaDOS uses. If you have only a single drive, there is really no problem deciding which drive to use!

You should enter one of the four possible floppy disk drives an Amiga can have: DF0:, DF1:, DF2:, or DF3:. If you intend to use one of these floppy disk drives, be sure to enter the complete name of the drive, including the ":". Dos-2-Dos permits no more than one drive to be used for MS-DOS/Atari files at any time. Thus you cannot use Dos-2-Dos to copy files from one MS-DOS/Atari disk directly to another.

When you issue a Dos-2-Dos command which requires the MS-DOS drive code to be entered, you must always use the AmigaDOS form of the drive code (DF0:) instead of the MS-DOS form (A, B, C, etc.).

Advanced Amiga users can use Dos-2-Dos to access MS-DOS volumes which reside on hard disks or networks. Such volumes can be accessed via Dos-2-Dos provided there is a valid Mountlist entry for the volume. In this case you can enter the name of the device as specified in the Mountlist. The Mountlist entry must specify a device driver and the entry must include, as a minimum, the following entries:

DEVICE
UNIT
FLAGS

Amiga 2000 owners who have one or more MS-DOS volumes stored as files on an Amiga hard disk can access these volumes, one-at-a-time, using Dos-2-Dos. This can be a handy way to transfer many files between the Amiga and the MS-DOS volume as an alternative to using AREAD and AWRITE. To use Dos-2-Dos this way, you must enter both the Amiga device and the Amiga filename of the MS-DOS volume as it appears to AmigaDOS. For example, if you have an Amiga partition called P2 on which you have an MS-DOS volume named DOS, you would enter:

P2:DOS

Note that you must enter the complete path to the Amiga file which contains the MS-DOS partition. In the example above, the Amiga file DOS (containing the MS-DOS volume) is found in the root directory of the Amiga partition P2 (usually a partition on DH0:).

If you specify an MS-DOS volume on an AmigaDOS device, as above, you must use the pseudonym "MSDOS:" as the MSDOS device in all commands. You cannot (and probably would not want to) use the full device:path/name as specified above in each Dos-2-Dos command.

If you specify DF0: as the MS-DOS/Atari disk drive, and you have no other disk drive to use for AmigaDOS files, you will have to use the RAM: device for AmigaDOS files. Make certain the RAM: device driver has been loaded before you start Dos-2-Dos in this case. After you have started Dos-2-Dos you will not be able to load the RAM: device driver from the Workbench disk. One way to force the RAM: device to be loaded (before you start Dos-2-Dos) is to request a directory of RAM:, by typing:

DIR RAM:

You can use the RESTART command to change MS-DOS/Atari devices at any time.

SAMPLE SESSION

First, start Dos-2-Dos, as described in the GETTING STARTED section above. Let's assume that Amiga disk drive DF2 is the 5.25-inch disk drive on your Amiga. When Dos-2-Dos asks for the MS-DOS/Atari device, enter DF2:. You should then see the Dos-2-Dos command prompt:

D2D>

Next, load an MS-DOS or PC-DOS disk into the disk drive DF2. Before you try a transfer, you may wish to check the contents of the disk. To see a sorted list of MS-DOS files in the root directory, use the DIR command:

DIR DF2:

To examine the contents of an ASCII file on the MS-DOS drive, use the TYPE command:

TYPE DF2:MYFILE.ASM

To transfer and convert the ASCII file named MYFILE.ASM from the MS-DOS disk in DF2 to the current AmigaDOS directory, type:

COPY DF2:MYFILE.ASM -A

Note the -A option, which specifies ASCII file conversion. When the transfer is complete, you will again see the Dos-2-Dos prompt:

D2D>

When you have finished using Dos-2-Dos, type the following:

EXIT

This terminates Dos-2-Dos.

CHANGING AmigaDOS DISKS

After you start Dos-2-Dos, you can remove the disk containing Dos-2-Dos from the AmigaDOS disk drive, and replace it with another AmigaDOS disk, if you wish. This means that you do not have to keep a copy of Dos-2-Dos on every AmigaDOS disk you wish to use for file transfers. However, AmigaDOS often gets very upset about such things, and puts up requesters on the screen asking you to load the Workbench disk.

To avoid such AmigaDOS problems, you can use the volume name of the

new disk in place of the drive code when accessing that drive. This means that you must know the volume name of the new disk BEFORE you run Dos-2-Dos. You can use the AmigaDOS INFO command to find the volume name of any AmigaDOS disk.

For example, let's say you remove the Workbench disk (from which you loaded Dos-2-Dos), and insert a new disk having a volume name of TEST. If you wish to copy files to this disk, you must specify the volume name AND A COLON in the copy command:

COPY DF2:MYFILE TEST:

This will avoid the "Please load Workbench" message from AmigaDOS.

CHDIR or CD - Change Current Directory

Dos-2-Dos maintains TWO different "current directories": a current AmigaDOS directory and a current MS-DOS/Atari directory. You can use the CHDIR command to change the current AmigaDOS or MS-DOS/Atari directory, as you wish. Dos-2-Dos remembers the current AmigaDOS directory (the one that is current when you start Dos-2-Dos), and makes the root directory the current directory for the MS-DOS/Atari disk.

The Change Directory command allows you to change the current directory for either the MS-DOS/Atari disk or AmigaDOS. This command is provided as a convenience, so that you don't have to type the full directory path each time you enter a Dos-2-Dos command. You can include the path to a specific subdirectory, using the appropriate path specification. This means that you use the backslash character (\) to separate MS-DOS/Atari directory names or the normal slash (/) to separate AmigaDOS directory names in the path. If you enter a CD command with no parameters, Dos-2-Dos displays the current directory path.

The general form of the CD command is:

CD drive:path

To change the current directory on the MS-DOS/Atari disk, you must include the MS-DOS drive code, followed by the full path of the new directory. You must specify the MS-DOS/Atari drive code using the AmigaDOS designation for the MS-DOS/Atari drive. For example, you would use DF1, DF2, or DF3 instead of A, B, or C.

Example: CD DF2:\WP\DOCUMENT

This example sets the current directory on the MS-DOS/Atari disk to the subdirectory named \WP\DOCUMENT.

If you do not change the current MS-DOS/Atari directory using the CD command, Dos-2-Dos uses the root directory on the MS-DOS/Atari disk.

The CD command can also be used to change the current directory of the AmigaDOS system. To do so, you enter the CD command parameters the same as you would for the AmigaDOS CD command. This means that you must use the normal slash character (/) to separate directory names in the path.

Example: CD DF0:devs/printers

If you do not change the current AmigaDOS directory using the CD command, Dos-2-Dos uses the AmigaDOS directory which was current at the time Dos-2-Dos was invoked.

NOTE: In all cases, the directory must already exist on the disk. Dos-2-Dos does not create new directories.

COPY - Copy file(s) in either direction

The COPY command starts the transfer of one or more files from the MS-DOS/Atari disk to the AmigaDOS disk, or from the AmigaDOS disk to the MS-DOS/Atari disk, and performs the optional line-ending conversion, if specified.

The general form of the COPY command is:

COPY drive:path/filename drive:path/filename -A -R

The COPY command transfers files in either direction between the MS-DOS/Atari disk and any valid AmigaDOS directory on any AmigaDOS disk. The direction of the transfer is uniquely determined by the first file specification in the command line. If the first file specification begins with the MS-DOS/Atari disk drive code, Dos-2-Dos assumes that the transfer is from MS-DOS/Atari to AmigaDOS. Likewise, if the first file specification includes an AmigaDOS drive code or no drive code, Dos-2-Dos assumes that the transfer is from AmigaDOS to MS-DOS/Atari.

The -A option directs Dos-2-Dos to perform ASCII file line-ending conversion. This conversion is necessary because MS-DOS/Atari ASCII text files have carriage return and linefeed characters at the end of each line, while AmigaDOS ASCII text files have only a linefeed character at the end of each line. Additionally, Dos-2-Dos converts the extended ASCII characters as necessary. Note that if you do not invoke the -A option, Dos-2-Dos transfers the file byte-for-byte, with no changes whatever.

The -R option directs Dos-2-Dos automatically to replace a file which already exists on the destination. If you do not specify the -R option, and Dos-2-Dos finds that the destination file already exists, Dos-2-Dos asks you if you wish to replace the file. This -R option is especially useful when you transfer groups of files using wildcards (described below).

It is not necessary to specify the destination file name if you wish the new file to have the same name as the old file, and if the new file is to be placed into the current directory of the destination drive.

The following example copies a single file named MYPROG.ASM from the current directory on the MS-DOS/Atari disk in DF2 to the current AmigaDOS directory, retaining the file name, and converting ASCII line endings:

Example: COPY DF2:MYPROG.ASM -A

Note that the name of the new AmigaDOS file is the same as the old MS-DOS/Atari file.

Directory paths are not required if the transfer is to or from the current directory. You can use the Change Directory (CD) command to select the current directory on both the AmigaDOS and MS-DOS/Atari disks.

If directory paths are included, you must use the proper format for each system. For example, MS-DOS/Atari requires the use of a backslash ("\") to specify the root directory and to separate subdirectory names. AmigaDOS, on the other hand, uses a colon to specify the root directory, and a forward slash ("/") to separate subdirectory names.

Example: COPY DF2:\WP\DOCUMENT\MYFILE.ASM DF0:devs/printers/

In this example, Dos-2-Dos copies the file MYFILE.ASM in the MS-DOS/Atari subdirectory \WP\DOCUMENT to the AmigaDOS subdirectory :devs/printers.

You can use wild cards in the source file names, if you wish to transfer a group of files with a single COPY command. You must follow the appropriate rules for wildcard usage which apply to the source file of the transfer.

For MS-DOS/Atari files you can use ? to specify any single character, and * to specify any file name or file type. For example, to transfer a group of MS-DOS/Atari data files having the same file type, you might use:

COPY DF2:*.DBF

For AmigaDOS files you can use ? to specify any single character, and #? for any number of characters. Dos-2-Dos does not support the general pattern-matching features of AmigaDOS. For example, to transfer the same group of data files with names ending in .DBF from AmigaDOS to MS-DOS/Atari, you would use:

COPY #?.DBF

Of course, wild cards are permitted in the source side of the COPY command only.

Example: **COPY DF0:#?.ASM DF2:**

When Dos-2-Dos transfers a group of MS-DOS/Atari files to AmigaDOS, Dos-2-Dos retains the full MS-DOS/Atari filename for the new AmigaDOS file. AmigaDOS filenames can be up to 30 characters, and there are no specific file types. The period and file type from MS-DOS/Atari just become part of the AmigaDOS filename.

When Dos-2-Dos transfers an AmigaDOS file to MS-DOS/Atari, Dos-2-Dos may not be able to retain the full AmigaDOS filename, because the AmigaDOS filename may be longer than the maximum of 8 characters permitted in an MS-DOS/Atari filename, and may contain characters which are not legal in MS-DOS/Atari filenames. When this happens, Dos-2-Dos asks you to enter a new name for the MS-DOS/Atari file.

All files transferred by Dos-2-Dos (in either direction) retain their original date/time stamp.

When you convert word processing documents from one format to another, you may experience compatibility problems. Dos-2-Dos does not attempt to convert the internal document format for one word processor to another. For best results, we recommend using the ASCII file export and import functions of your word processors to minimize document compatibility problems.

When Dos-2-Dos converts ASCII files (-A option) from MS-DOS/Atari to AmigaDOS, it removes all carriage returns, and all ASCII control characters (characters having a decimal value less than 32) other than tab and line feed. The IBM/Atari extended ASCII characters (with a decimal value greater than 127) are converted to the equivalent character in the Amiga character set.

When Dos-2-Dos converts ASCII files (-A option) from AmigaDOS to MS-DOS/Atari format, Dos-2-Dos adds a carriage return in front of every line feed. Amiga extended ASCII characters are converted to the equivalent IBM/Atari extended characters.

About file names - AmigaDOS allows up to 30 characters, including spaces, in a file name. MS-DOS and GEM allow only eight characters, with an optional "file type" of three characters. Spaces are not allowed. These differences in file names cause many problems when you use Dos-2-Dos. Here are some things to keep in mind:

1. If spaces appear in an AmigaDOS file name, you MUST enclose the entire name inside double quotes in order to use that name in a Dos-2-Dos command.
2. MS-DOS and GEM (Atari) DO NOT allow spaces in the file name. If you attempt to transfer an AmigaDOS name containing spaces to MS-DOS/Atari, you MUST give the file a new name which does not contain spaces. You can do this at the time you enter the COPY command, or you can wait until Dos-2-Dos asks for a legal name.
3. If a MS-DOS and GEM file name includes a file type, you must specify the name to Dos-2-Dos in this format:

FILENAME.TYP

where the file name is up to 8 characters, followed by a period ("dot"), followed by the file type. Note that the standard DIRectory display for MS-DOS shows spaces between the file name and the file type. This is NOT the way to identify the file to Dos-2-Dos. You MUST enter the name and type as shown above. If you do not, Dos-2-Dos cannot find the file.

We suggest that you enable write-protection on the disk you are copying from, just to prevent accidents.

NOTE: If you are accessing an MS-DOS volume on an AmigaDOS device (on an Amiga 2000 hard disk, for example) you must remember to specify the MS-DOS device as "MSDOS:", as in this example:

COPY MSDOS:*.BAT -A

which copies all batch command files from the current directory of the MS-DOS volume to the current AmigaDOS directory, and performs the ASCII conversion.

DELETE - Delete files

The DELETE command deletes one or more AmigaDOS or MS-DOS/Atari files from the specified directory. The general form of the delete command is:

DELETE drive:path\filename

For AmigaDOS files, the drive and path are optional. For MS-DOS/Atari files, you must specify the drive, but the current MS-DOS/Atari directory is assumed if no path is specified.

The filename specification may contain wildcards, as defined for the COPY command.

DIR - Display Directory of Files

The DIR command displays the name, date and time of creation, and size of all files in any directory on any disk. Files are listed in alphabetic order by filename. The DIR command also displays the amount of free space available on the disk.

The general form of the DIR command is:

DIR drive:path

The DIR command can be used with only a drive parameter to list files in the current directory of either the MS-DOS/Atari disk or AmigaDOS disk. If you add the optional path, Dos-2-Dos lists files in any directory or subdirectory on any disk in the system.

Directory paths must follow the conventions of the appropriate operating system. Specifically, MS-DOS/Atari uses a backslash (\) as the directory name separator, while AmigaDOS uses a normal slash (/) for the directory name separator.

Example: DIR DF2:

The example above lists the files in the current directory on the MS-DOS/Atari disk.

Example: DIR DF0:devs/printers

The example above lists the files in the subdirectory named devs/printers on AmigaDOS disk DF0.

Example: DIR DF2:\WP\DOCUMENTS

The example above lists the files on the MS-DOS/Atari disk in the subdirectory named \WP\DOCUMENTS.

Note: the DIR command displays the names of all files in a directory, and does not support the display of individual or selected groups of files.

EXIT - Exit back to AmigaDOS

When you have finished using Dos-2-Dos, you can return to the CLI by typing:

EXIT

or just

X

Then press RETURN.

FORMAT - Format MS-DOS/Atari diskette

The **FORMAT** command lets you format 5.25-inch or 3.5-inch diskettes in either MS-DOS or Atari format. Dos-2-Dos formats the diskette in the disk drive you have specified as the MS-DOS/Atari disk drive. It does not format AmigaDOS disks. If you need to format a disk for use with AmigaDOS, you must use the AmigaDOS format program.

To format an MS-DOS disk just type:

FORMAT

If the MS-DOS drive is a 5.25-inch device, Dos-2-Dos normally formats the disk to 360KB (DSDD). If the drive is a 3.5-inch device, Dos-2-Dos formats the disk to 720KB. Note when working with 80-track disk drives, Dos-2-Dos formats the diskettes to 720KB. You can override this using the following:

FORMAT /40

This forces Dos-2-Dos to format the diskette for 40 tracks (360KB) only.

To format an Atari ST 3.5-inch disk, just type:

FORMAT /A

This causes Dos-2-Dos to format the 3.5-inch disk as 720KB (80-track double sided). If you want the disk formatted to the older Atari ST single-sided, 360KB format, type:

FORMAT /A/1

The general form of the **FORMAT** command for MS-DOS is:

FORMAT /1/8

The **/1** and **/8** are two optional parameters. The **/1** parameter specifies that the disk is to be formatted for single-sided use only. The **/8** parameter specifies that the disk is to be formatted with 8 sectors per track instead of 9. If these parameters are missing, Dos-2-Dos assumes the standard double-sided, 9-sector format. This format provides a capacity of about 360KB per disk.

It is not necessary to specify the disk drive in the **FORMAT** command, since the command applies only to the MS-DOS/Atari disk.

Example: **FORMAT /1**

This example commands Dos-2-Dos to format the disk as an MS-DOS single-sided disk, using 9 sectors per track.

Note: The **FORMAT** command cannot format non-diskette devices.

HELP - Display Dos-2-Dos command summary

The **HELP** command displays a summary of all Dos-2-Dos commands. You can also type **?** to request help.

Example: **HELP**

TYPE - Display file content

The TYPE command displays the contents of text on the screen. It can be used to examine either AmigaDOS or MS-DOS/Atari files.

The general form of the TYPE command is:

TYPE drive:path/filename

If you wish to TYPE an MS-DOS/Atari file, you must include the MS-DOS/Atari disk drive code as part of the file specification. The path is optional. If you do not specify a path, Dos-2-Dos assumes the current directory.

Wild cards are not permitted in the filename.

Example: TYPE DF2:READ.ME

This example displays the contents of the MS-DOS/Atari file called READ.ME, which is found in the current directory of the MS-DOS/Atari disk drive.

The TYPE command displays the contents of the entire file one "page" at a time. Press the RETURN key to see the next page of text. Press the ESC key and then RETURN to abort the display.

The TYPE command was designed for ASCII text files. While you can use it with any file, TYPE works best with text files. Dos-2-Dos converts tabs to single spaces for the purposes of display only.

The TYPE command is designed to display text files from either AmigaDOS or MS-DOS/Atari, and works with or without carriage returns. As a result, you cannot depend upon TYPE to reveal whether or not an ASCII file was converted using the -A option.

RESTART - Change MS-DOS/Atari device

Use the RESTART command to change to a different device for MS-DOS or Atari files. The device you specified earlier is released, and Dos-2-Dos again asks for the MS-DOS/Atari device. Enter the new MS-DOS/Atari device as described on page 3.

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Display directory..... DIR or DIR drive:path
Change current directory..... CHDIR drive:path
Display ASCII file contents... TYPE drive:path\file
Copy a file (general form).... COPY drive:path\file
                                drive:path/file -A -R
Copy one ASCII file..... COPY DF2:MYFILE.ASM
                                DFO:C/NEWFILE.ASM -A
Copy MS-DOS/Atari files..... COPY DF2:*.ASM
Copy several AmigaDOS files... COPY #?.ASM
Copy and convert ASCII files.. add -A to COPY command line
Suppress 'Replace?' question.. add -R to COPY commandline
Delete one file..... DELETE drive:path\file
Format an MS-DOS disk..... FORMAT
Format an Atari ST disk..... FORMAT /A
Display this summary..... HELP, or ?
Change MS-DOS/Atari device.... RESTART
Exit to AmigaDOS..... Exit, or X

```

MS-DOS and PC-DOS program files (.EXE or .COM file types) do not run on the 68000 microprocessor of the Amiga. Likewise, Amiga programs do not run on the 8086 family of microprocessors of the IBM-PC or its clones. Dos-2-Dos transfers program files, but you cannot run the transferred program on the destination computer.

If you experience problems with a disk which is not copy-protected, try using the MS-DOS CHKDSK program (on an MS-DOS computer) to verify the integrity of the diskette. Dos-2-Dos cannot properly convert files on a disk which is corrupted.

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